SONY
IMAGESOFT

Sony Imagesoft Inc., 9200 Sunset Boulevard, Suite 820, Los Angeles, California 90069.

Printed in Japan

SNS-GL-USA

EXTRA INNINGS™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: *PLEASE READ THE ENCLOSED* ***CONSUMER INFORMATION & PRECAUTIONS BOOKLET*** *CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.*

SONY IMAGESOFT™

EXTRA INNINGS™ IS DISTRIBUTED BY SONY IMAGESOFT INC., LOS ANGELES, CA.

SONY IMAGESOFT, IMAGESOFT AND EXTRA INNINGS ARE TRADEMARKS OF SONY IMAGESOFT INC.

EXTRA INNINGS™ WAS DEVELOPED BY SONY MUSIC ENTERTAINMENT (JAPAN) INC.
© 1991 SONY MUSIC ENTERTAINMENT (JAPAN) INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

Thank you for purchasing Extra Innings. Read all the instructions and keep this manual for future reference.

TABLE OF CONTENTS

4 GETTING STARTED
- 4 Introduction
- 5 Game Modes
- 6 Team Selection
- 7 Stadium Options
- 8 Player Selection

9 PLAYING THE GAME
- 9 Pitching
- 12 Fielding
- 18 Batting and Base Running
- 17 Substitutions

18 PLAY SCREENS AND RULES

19 ALL STAR MODE

20 PENNANT RACE

23 SET UP

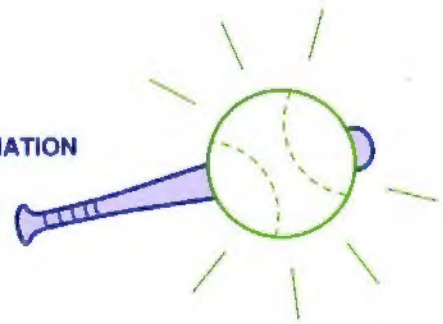
24 WATCH MODE

25 EDIT TEAM

27 TEAM STATISTICS

39 WARRANTY INFORMATION

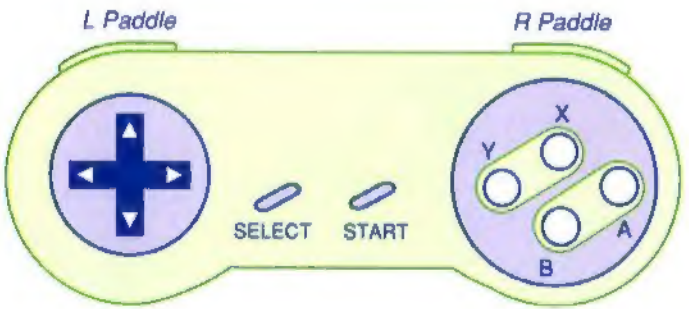
PLAY BALL!



GETTING STARTED

Extra Innings is for play on the Super Nintendo Entertainment System. Make sure that the power is off before you start. Insert the cartridge and turn the power on. After the Sony Imagesoft name has appeared, the title screen will be displayed. If this screen does not appear, check the connections to make sure your Super NES hardware has been connected correctly.

Press the Start button on the Controller to begin.



GAME MODES

You can select from 8 different game modes. Use the control pad to select the type of game you wish to play. Press the B Button to enter your selection.

1P — The one player game pits you against the computer.

2P — The two player mode is simultaneous action between you and a friend.

All Star — Select the top players from each league to play on the All Star Teams. You can play or watch the action. Details on page 19.

Pennant Race — Play an entire season in the quest for the pennant. You can control the team rankings and season length. Details on page 20.

Edit Team I — Create your own team for use in any game mode. Details on page 24.

Edit Team II — Create a second team.

Set up — Select options prior to beginning the game to allow for player errors, wind variance and fielding assistance. Watch or skip the games the computer plays by itself during the Pennant Race. Details on page 22.

Watch — View your favorite teams at play. Details on page 23.

TEAM SELECTION

Use the arrow keys on the Control Pad to highlight the desired team and press the B button to select that team. The second player uses the second controller to select his team. Team statistics are given in the back of this manual.

N LEAGUE

LOS ANGELES SURFERS

HOUSTON PETROS

NEW YORK STOCKS

ATLANTA VALIANTS

PITTSBURGH METALICS

CHICAGO WINDS

A LEAGUE

OAKLAND BEES

SEATTLE RAINS

BOSTON BUNKERS

MINNESOTA TRIPLETS

TORONTO CONDORS

DETROIT MOTORS

EDIT TEAMS

EDIT TEAM I

EDIT TEAM II

STADIUM OPTIONS

There are three different stadiums to choose from. Use the Control Pad left and right arrow keys to display the stadiums. Press B to enter your selection.

AIR DOME

A stadium with an open air dome. The wind will affect the ball's flight.

MIDSIZE PARK

A small stadium with a chance for a lot of homers.

HUGE STADIUM

A large stadium with very high walls. Good fielding is the key to winning on this field.

PLAYER SELECTION

There are 25 players on each team. Players are divided into starters, bench and farm. The farm players cannot play in the current game. They must first be brought up to the bench.

To change the line-up, highlight the player you wish to replace with the Control Pad arrow keys and press B. If you select the pitcher a list of available pitchers will be displayed in the second column. If you select one of the other fielders, a list of available fielders will appear in the second column. Use the control pad to highlight the replacement player from the second column and press B again. Press the start button to end player selection.

PLAYER CONDITION SYMBOLS

PLAYING THE GAME

PITCHING

Pitcher and Catcher Position

Use the left and right arrow keys on the Control Pad to move the pitcher and catcher from side to side.

Pitching

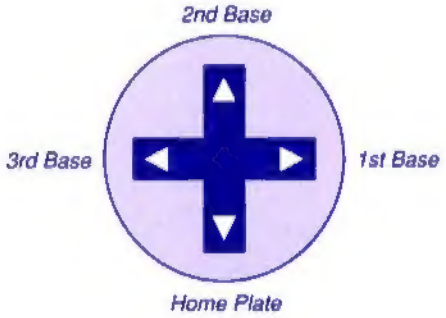
Use the Control Pad to select the type of pitch and press B to throw. For a slow ball press the up arrow on the Control Pad. For a fast ball press the down arrow on the Control Pad. For normal speed, do not push Control Pad. For a forkball or sinkerball use the A Button instead of the B button.

The direction of the pitch can be changed in flight by using the left and right arrows on the Control Pad. Once the pitch leaves the pitcher's hand the speed cannot be altered. The forkball will be difficult to hit, but depending upon the pitcher's fatigue level, the pitch may turn into a normal pitch.

Note: Check the Team Data on pages 27 through 38 for the pitcher's stamina (ST) level. This will determine the pitcher's long and short term effectiveness. When the pitcher begins to tire he will wipe his brow. This may be a good time to send in a relief pitcher. (Try pressing the L Button on the top of the controller to make the pitcher wipe his brow to trick your opponent into thinking he's tired.)

Pick Off Move

Press the Y button and the pitcher will stop and hold the ball. Use the Control Pad to designate the base to throw to and press B to throw.



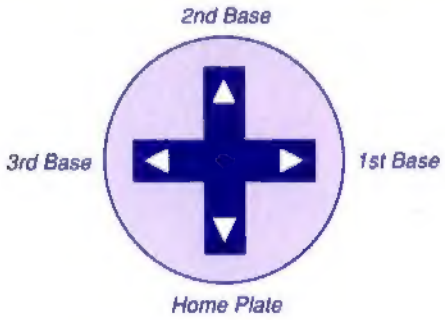
FIELDING

Catching

When the ball is hit, the nearest fielder must pursue the ball. Move the fielder by using the Control Pad. The ball's shadow on the ground will indicate its flight path. The ball will be caught automatically if the player is within reach of the ball, unless the player makes an error. (Errors occur randomly.)

Throwing

When a ball is caught, use the Control Pad to designate the base to throw to and press B to throw. Be sure the fielder covering the base is in position before the ball is thrown to that base.



Important: When throwing, the Control Pad (base designation) and the B Button must be pressed simultaneously to achieve maximum strength behind a throw.

Running with the Ball

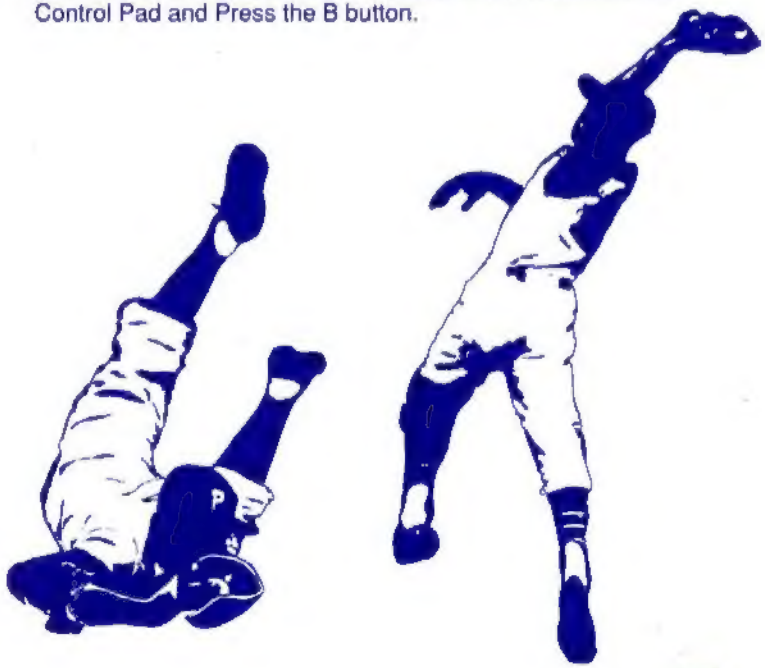
A fielder with the ball may run to a base or run in any direction designated by the Control Pad. Hold down the Y button as you use the Control Pad. A fielder can tag a base runner out by running him down.

Diving and Jumping Catches

When a ball is hit just out of reach of the fielder, the fielder can dive or jump to catch the ball. Press the left arrow and the B Button to dive left. Press the right arrow and the B Button to dive right. Press the down arrow and the B Button to dive forward. Press the up arrow and the B Button to make a jumping catch.

Throwing Out a Steal to Second Base

In the event that a runner steals second, the catcher can throw out the runner at second base. Press the down arrow on the Control Pad and Press the B button.



BATTING AND BASE RUNNING

Hitting

Use the Control Pad arrows to determine the placement of the batter in the batter's box. Press B to make a full swing.

Bunting

Use the Control Pad arrows to determine the placement of the batter in the batter's box. Press A to bunt.

Advancing Runners

When a batter hits the ball all runners on base will automatically advance to the next base. If you wish to advance the runners further, press the Control Pad arrow corresponding to the next base and press Y.

Holding Runners

When a fly ball is hit the runners must be held on base or they will automatically advance to the next base. To hold the runners on base, press the Control Pad arrow corresponding to the base where the runner should hold or return to and press B. Once the fly ball is caught, the runner may choose to "tag the base" and advance.

Note: Once a runner has advanced to the next base, he cannot return to the previous base.

Leading Off

Use the L and R Buttons on the top of the Controller to control the width of the base runner's lead off of a base. This will allow the base runner to get a good jump off of the base. The L button can also be used for base stealing.

Base Stealing

Press the Control Pad arrow corresponding to the base the runner wishes to steal and press the Y button. When you attempt to steal, beware of being "picked off" by the pitcher. Refer to the Team Statistics section on pages 27 through 38 to check on each player's speed.

Note: Press the L and R buttons on the top of the Controller alternately in quick succession to speed up the runners!

SUBSTITUTIONS

Substitute Batters and/or Runners

To make a change in the batting line-up or substitute hitters or runners, press either the SELECT or START button followed by the B button and the substitution screen will appear. Use the Control Pad up and down arrows to select which player you wish to replace and press B. The substitution roster is displayed at the bottom of the screen. Use the Control Pad arrows to highlight the player you wish to substitute in and press B.

KEY

BA	Current batter.
1R	1st base runner.
2R	2nd base runner.
3R	3rd base runner.

Substitute Pitcher and/or Fielders

To make a pitching change or substitute fielders, press either the START or SELECT button followed by the B button and the substitution screen will appear. Use the Control Pad arrows to highlight the position you wish to make the substitution in and press B. If you are making a pitching change, a roster of relief pitchers will appear. If you are making a fielding change a list of available fielders will appear. Use the Control Pad arrows toselect the replacement player and press B.

KEY

P	Pitcher
C	Catcher
1B	1st Baseman
2B	2nd Baseman
3B	3rd Baseman
SS	Shortstop
LF	Left Fielder
CF	Center Fielder
RF	Right Fielder

PLAY SCREENS AND RULES

There are two basic views in which to view the game. There is a close-up view and a wide angle view.

CLOSE-UP VIEWS

Close-up display focuses on the pitcher and batter.

When a runner is on first and/or third base, a small window will appear in either corner of the screen to display the runners.

A runner on second base will be displayed in the background of the close-up shot behind the pitcher.

WIDE ANGLE VIEW

When a ball is hit into play or if a runner steals, the display will automatically switch to the wide angle view. A small diamond will appear on the lower right-hand side of the screen to display the position of the runners.

The arrow with a number at the bottom right of the screen indicates the direction and strength of the wind.

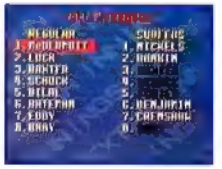
ALL STAR MODE

CHOOSE ALL STAR PLAY MATCH-UP MODE

The All Star Game mode may be played in three ways. One player may play against the computer (1P). Two players may battle each other (2P). Or you may watch while the computer plays both sides (COMPUTER). Use the up and down arrows on the Control Pad to select the desired mode and press B.

SELECT THE ALL STAR ROSTER

Here you can choose which players will participate in the All Star game from the various team rosters. Press the SELECT button to display the roster for the starting line-up, the bench and the pitchers. For each of these screens use the left and right arrows on the Control Pad to toggle between the various teams.



Those players that appear in grey on the team rosters have already been pre-selected To change these selections for your own preferences, simply use the Control Pad to highlight the name of the player you wish to replace and press B Then use the Control Pad to highlight the name of the player you wish to substitute in and press B. Substitutions can be made to the starting line-up, the bench and the pitchers from any of the six teams for each league's team.

Once all the players have been selected, press START Select the desired stadium and starting line-up and the All Star game will begin.

PENNANT RACE

The Pennant Race mode allows you to set up a schedule of games in which six teams try to win the pennant. You can select the number of games they play and choose which games to participate in You can participate in all of the games, or you can participate in some and have the computer play the rest You can either watch or skip the games the computer plays by itself. To select this option go into the Set Up mode and select either WATCH or SKIP

NUMBER OF GAMES

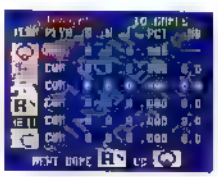
You determine the length of the season that will lead to the pennant. Simply use the up and down keys on the Control Pad to select between 10 and 130 season games and press START

SELECT THE TEAMS

Choose the 6 teams that will participate in the pennant race by using the Control Pad arrow keys to highlight the logos and press B for each team. Press START when you have finished your selections.

PICK YOUR TEAM

Once you have chosen the six teams to compete for the pennant, choose which teams' games you wish to play. Simply use the up and down arrows on the Control Pad to highlight the word in the "PLYR" column next to the team logo. Use the right or left arrow keys on the Control Pad to toggle the selection from "COM" to "MAN". Computer play, "COM", means the computer plays for that team. Manual play, "MAN" means that you play for that team.

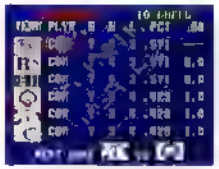


At the bottom of the screen the computer will tell you which two teams are scheduled to play next. If you make both of those teams manual play teams, then two people can play. If only one

of the teams is set for manual play, then only one player can play. Games between the computer can be viewed or skipped. Go to the Set Up Mode and select WATCH or SKIP.

TEAM STANDINGS

After each game, the team standings are updated to show which team is ahead in the pennant race.



KEY

TEAM	Name and standing of the team
PLYR	Select between manual and computer play for that team
G	Games Played
W	Wins
L	Losses
PCT	Winning Percentage
GB	Games Behind

Push the SELECT Button to view the win/loss matrix.

SET UP

This mode allows you to select various play options. Use the Control Pad to select options and press START to enter.

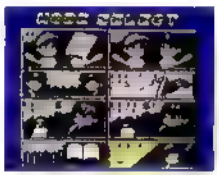
KEY

DEFENSE 1P DEFENSE 2P	Manual/Auto allows either the player or the computer to manage the fielding.
ERROR	On/Off allows the option for fielders to make random errors or be error free.
WIND	On/Off allows you to let wind be a factor in the game.
COLD GAME	1-10/Off allows the game to end if the point spread is more than the displayed number. The number may be changed or the option may be turned off.
PENNANT	Skip/Watch allows the option of skipping or watching matches between computer controlled teams during use of the Pennant Race mode.

WATCH MODE

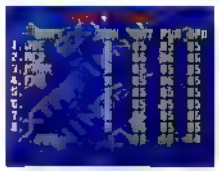
With this option you can watch a full game being played between your favorite teams. Select Watch on the Mode Selection screen. Select your teams and the stadium and the game will begin.

You can even let the computer play a team you created in the Edit Team mode discussed on the next page!

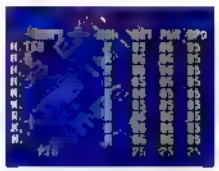


EDIT TEAM

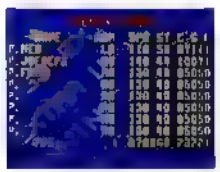
This mode allows you to create your own original team. Select either Edit Team 1 or Edit Team 2 from the Mode Selection screen Press the SELECT button to view the roster for fielders, pitchers, bench and farm players. You can enter the names of the players and their statistics.



STARTERS



BENCH AND FARM PLAYERS



PITCHERS

To enter names and stats, use the Control Pad to move the cursor and press the B and Y buttons to enter letters and change statistics.

BATTING

KEY

BOX Batter's box used, (L)eft, (R)ight, or (B)oth

BAT Probability of making contact with the ball. *Max 20 pts.*

PWR Batting Power. *Max: 20 pts.*

RUN Base Running Speed *Max: 20 pts*

PITCHING

KEY

ARM Pitching Style. (R)ighthand, (L)efthand, (O)verhand, (S)idearm, (U)nderhand.

SPD Pitching Speed. *Max: 100 mph. Min: 60 mph.*

ST Stamina (Effectiveness over time) *Max: 90 Min: 30*

C Rate of spin on curveball. *Max: 15*

S Rate of spin on screwball. *Max: 15*

F Rate of drop on forkball. *Max: 15*

Note: Study Team Statistics for reference.

N-LEAGUE Los Angeles Surfers

BATTERS

	NAME	BOX	BAT	PWR	RUN
1	Nickels	R	7	7	15
2	Rankin	B	7	7	14
3	Baxter	R	6	15	15
4	Schock	R	10	15	10
5	Foster	B	6	15	9
6	Benjamin	R	10	9	10
7	Crenshaw	L	5	7	7
8	Bray	R	5	10	8
9	Perret	R	5	8	9
10	Peterson	R	7	7	11
11	DesBarres	L	8	7	6
12	Carlisle	R	5	8	7
13	Valentine	B	5	7	8
14	Juber	L	8	8	7
15	Lennon	L	6	7	9
16	Reinhold	R	5	10	8
17	Weidlin	R	5	8	6

PITCHERS

	NAME	ARM	SPD	ST	C	S	F
1	Colomby	RO	92	75	12	4	8
2	Crosby	RO	92	73	10	6	4
3	Maby	RO	93	66	8	8	5
4	Matheu	LO	90	65	4	12	6
5	James	RO	91	58	10	4	6
6	Phantom	RS	91	24	6	8	10
7	Caffey	RO	95	30	4	8	10
8	Weisner	RS	84	22	10	6	6

N-LEAGUE Atlanta Valiants

BATTERS

	NAME	BOx	BAT	PWR	RUN
1	Lock	B	8	13	15
2	Pruette	R	5	7	10
3	Mansfield	R	11	9	7
4	Bateman	R	7	15	6
5	Elko	L	9	15	9
6	Halfhill	R	8	10	9
7	Lovoi	L	5	8	11
8	Trotter	R	5	8	7
9	Firme	L	10	9	11
10	Mizell	R	5	8	9
11	Powell	R	5	8	11
12	Bouchey	R	5	8	10
13	Carroll	L	13	8	8
14	Lashley	R	9	7	12
15	Lundrigan	R	12	8	9
16	Meredith	R	5	8	7
17	Poole	R	5	9	7

PITCHERS

		ARM	SPD	ST	C	S	F
1	Winchell	LO	84	70	4	9	12
2	Eisenberg	RO	87	73	10	4	6
3	Lambert	LO	84	63	6	6	10
4	Ramsey	RO	64	8	6	10	
5	Poloff	RS	84	17	8	6	8
6	Swann	RO	86	35	6	6	10
7	Malstrom	RO	86	25	10	8	6
8	Morris	RS	85	53	10	6	4

N-LEAGUE Houston Petros

BATTERS

	NAME	BOx	BAT	PWR	RUN
1	McDermott	R	11	13	13
2	Kavish	L	9	8	9
3	Kamonski	L	5	14	8
4	Nihei	R	10	13	7
5	Meyers	L	10	13	7
6	Bright	R	7	13	8
7	Winstead	R	5	8	8
8	Mao	B	5	7	8
9	Ferguson	R	7	13	10
10	Vernon	R	5	8	8
11	Murphree	R	5	7	13
12	Kafka	L	5	7	8
13	Tolkien	R	13	10	9
14	Tagore	R	5	8	8
15	Frost	L	9	8	7
16	Dickinson	R	5	13	6
17	Kay	R	10	11	7

PITCHERS

		ARM	SPD	ST	C	S	F
1	Friend	RO	93	81	8	4	15
2	Foe	RO	92	76	4	9	12
3	Pan	RO	87	58	10	8	4
4	Cooper	RU	86	51	10	4	6
5	Ness	RO	92	26	8	6	10
6	Elliot	LO	90	46	10	8	8
7	Dunham	RO	87	24	10	6	6
8	Kent	LU	87	17	6	8	10

NILEAGUE Pittsburgh Metallics

		NAME	BOX	HA	SWR	RUN		
BATTERS	1	Eddy	R	9	12	9		
	2	Naylor	B	8	6	11		
	3	Nauert	R	5	13	6		
	4	Davila	L	8	15	8		
	5	Dunn	R	5	10	9		
	6	Katz	R	7	10	7		
	7	Kunkel	R	5	9	8		
	8	Worley	R	5	9	8		
	9	Walnum	R	5	8	10		
	10	Turner	R	5	8	7		
	11	Edwards	L	9	9	10		
	12	Cushman	L	5	9	7		
	13	Devcich	L	8	7	9		
	14	Buchanan	L	5	8	11		
	15	Saxon	R	5	8	8		
	16	Gannon	R	6	8	10		
	17	Hahner	R	5	8	6		
			ARM	[illegible]	[illegible]	[illegible]	S	F
PITCHERS	1	Rosati	RO	92	69	12	6	5
	2	McGinnis	RO	88	75	8	10	8
	3	Moskowitz	RO	87	54	8	4	10
	4	Chun	LO	87	63	8	12	6
	5	Sreilvonel	RS	86	22	10	8	6
	6	Gustafson	RO	87	33	6	6	10
	7	Eden	LS	84	34	4	12	4
	8	Delmonte	LO	85	19	6	12	6

NILEAGUE New York Stocks

		NAME	BOX	[illegible]	[illegible]	RUN		
BATTERS	1	Harris	B	14	7	15		
	2	Semrad	R	7	9	9		
	3	Williams	L	5	13	12		
	4	Alessi	R	11	15	8		
	5	Sushi-X	L	9	8	10		
	6	White	R	7	12	8		
	7	Riley	R	5	8	8		
	8	Hoskin	L	5	7	9		
	9	Shikata	L	5	8	9		
	10	Mac	R	7	8	7		
	11	Stock	R	5	8	7		
	12	Wasserman	R	7	9	8		
	13	Keen	R	5	7	6		
	14	Berger	R	5	8	7		
	15	Stanford	L	5	7	6		
	16	Polus	L	5	6	10		
	17	Jones	R	5	6	6		
			ARM	[illegible]	[illegible]	C	[illegible]	[illegible]
PITCHERS	1	Ahern	RO	90	51	10	3	8
	2	Rascoff	RO	97	56	6	3	5
	3	Borman	RO	87	67	10	8	6
	4	Leher	LO	87	61	5	10	5
	5	Levin	RS	87	65	10	8	8
	6	Royce	LO	85	49	8	10	4
	7	DeMann	RO	86	49	6	10	6
	8	Farnan	RO	88	27	8	6	12

A-LEAGUE Chicago Winds

BATTERS

	NAME	BOX	BAT	PWR	RUN
1	Giger	B	5	9	13
2	Mobeius	R	7	8	12
3	Dean	R	8	8	7
4	Bilal	L	8	15	7
5	Battiato	L	6	15	8
6	Veile	L	10	8	8
7	Aihara	R	5	9	8
8	Brubeck	L	11	9	8
9	Miles	R	5	10	7
10	Coltrain	R	7	10	7
11	Adderly	R	5	7	10
12	Eno	L	7	11	13
13	Bowie	L	7	8	8
14	Hassell	R	6	13	7
15	Gabriel	L	6	7	10
16	Jones	L	11	10	8
17	Page	R	5	8	6

PITCHERS

		ARM	SPD	ST	C	S	F
1	Mozart	RO	90	68	8	6	5
2	Satie	RO	92	65	8	6	6
3	Ouspensky	RO	86	58	8	8	6
4	Laotzu	LO	86	62	8	10	6
5	Gandhi	RO	87	45	6	6	8
6	King	RO	84	60	8	8	10
7	Kennedy	LO	86	49	8	10	8
8	Maugham	RO	87	49	6	6	10

A-LEAGUE Oakland Bees

BATTERS

	NAME	BOX	BAT	PWR	RUN		
1	Kantrowitz	L	8	9	8		
2	Becker	R	9	9	10		
3	Koronaios	R	9	15	11		
4	Benjamin	R	10	13	9		
5	Castro	L	13	11	6		
6	Victorio	L	9	8	9		
7	Nunez	L	9	13	10		
8	Wohl	R	7	11	6		
9	Dali	B	6	7	15		
10	Picasso	R	5	9	9		
11	Matisse	R	5	8	9		
12	Mondrian	L	5	8	7		
13	Warhol	R	7	8	7		
14	Renoir	R	5	9	10		
15	Monet		R	6	10	6	
16	Chagall		R	5	9	9	
17	Gogh		R	5	10	6	

PITCHERS

		ARM	SPD	ST	C	S	F
1	Olafsson	RS	90	83	12	8	6
2	Israel	RO	91	81	8	10	6
3	Dille	LO	90	68	4	10	4
4	Zito	RO	94	57	4	6	12
5	Manet	RO	91	47	7	10	4
6	Gauguin	RO	92	60	10	6	8
7	Rodin	RO	90	20	7	6	12
8	Moore	LO	88	22	10	4	6

A-LEAGUE Minnesota Triplets

BATTERS

	NAME	BOX	BAT	PWR	RUN			
1	Poincare	L	9	12	15			
2	Sessions	B	10	7	10			
3	Shapiro	L	15	11	9			
4	Gogh	L	5	9	7			
5	Zervos	R	11	14	7			
6	Levi	R	5	8	6			
7	Ernst	R	5	9	9			
8	Lawerence	R	7	7	8			
9	Moore	L	8	7	7			
10	Wigwam	L	7	7	7			
11	Dryden	B	5	10	10			
12	Cocteau	L	8	12	7			
13	Wordsworth	R	16	8	8			
14	Yeats	L	6	7	12			
15	Kipling	L	7	11	6			
16	Preston	L	14	7	7			
17	Miller	R	5	9	6			

PITCHERS

		ARM	SPD	ST	C	S	F
1	Wolfe	RO	92	64	10	8	7
2	Nietzsche	LO	90	82	11	7	8
3	Jung	RO	93	71	8	8	9
4	Spence	RO	87	58	10	8	7
5	Gerard	RO	87	36	7	7	8
6	Tate	LO	92	46	4	12	10
7	Cowley	RO	90	46	7	6	3
8	Freud	RO	93	15	7	4	12

A-LEAGUE Seattle Rains

BATTERS

	NAME	BOX	BAT	PWR	RUN			
1	Tilden	L	8	8	11			
2	Sather	L	6	8	13			
3	Yamada	B	9	8	14			
4	Miles	R	13	12	8			
5	Lange	L	12	0	12			
6	Owsen	R	6	8	8			
7	Pelland	B	3	7	12			
8	Sinfield	R	5	7	7			
9	Nester	R	11	9	6			
10	Swan	L	8	7	7			
11	Johnson	R	6	8	8			
12	Hutt	R	9	9	6			
13	Booton	R	11	7	12			
14	Reddig	B	0	7	13			
15	Remine	L	5	7	6			
16	Frazier	R	5	8	6			
17	Budd	R	8	8	7			

PITCHERS

		ARM	SPD	ST	C	S	F
1	Brooks	RO	87	68	4	10	9
2	Harmon	RO	87	63	8	9	12
3	Rodgers	RO	86	44	7	4	10
4	Tingdale	RO	89	67	7	8	7
5	Calder	LO	86	53	7	12	10
6	Giotto	RO	84	32	10	4	12
7	Miro	RS	84	29	7	10	7
8	Seurat	RO	88	26	7	9	12

A-LEAGUE Toronto Condors

BATTERS

	NAME	BOX	BAT	PWR	RUN
1	Wright	L	10	10	13
2	Taut	R	10	8	9
3	Gropius	L	13	15	7
4	Corbusier	R	9	15	7
5	Rohe	L	7	13	7
6	Kahn	R	9	14	8
7	Fuller	L	8	10	9
8	Botta	R	5	9	7
9	Bofill	B	5	7	13
10	Aalto	R	5	9	10
11	Bacon	R	5	10	10
12	Crosby	L	5	8	7
13	Stills	R	5	8	7
14	Nash	R	7	8	8
15	Young	R	8	8	7
16	Blackmore	R	15	7	7
17	Collins	R	5	7	6

PITCHERS

		ARM	SPD	ST	C	S	F
1	Washington	RO	87	70	8	12	4
2	Adams	LO	90	56	6	10	6
3	Franklin	LO	87	58	6	10	10
4	Deckard	RO	87	27	10	4	4
5	Tyrell	RO	88	61	8	6	8
6	Valequez	RO	95	28	5	3	2
7	Plant	RO	92	25	10	6	8
8	Page	RO	90	60	8	6	10

A- LEAGUE Boston Bunkers

BATTERS

	NAME	BOX	BAT	PWR	RUN
1	Euclid	L	8	9	10
2	Aristostle	B	5	8	14
3	Achimedes	B	10	8	7
4	Copernicus	R	11	14	10
5	DaVinci	R	10	15	13
6	Galileo	L	9	11	7
7	Kepler	R	10	8	7
8	Boyle	R	5	7	7
9	Newton	R	5	8	6
10	Volta	L	5	10	6
11	Ampere	R	5	7	9
12	Ohm	R	7	7	7
13	Darwin	B	5	8	10
14	Pasteur	R	5	10	7
15	Mendel	R	10	8	10
16	Maxwell	R	5	10	6
17	Pavlov	R	8	8	5

PITCHERS

		ARM	SPD	ST	C	S	F
1	Hertz	RO	91	70	7	6	8
2	Planck	LS	86	72	12	7	5
3	Curie	RO	88	67	8	6	12
4	Davy	RO	90	67	9	5	6
5	Einstein	LO	87	50	5	10	6
6	Fleming	LO	88	20	8	6	10
7	Bohr	LO	85	32	4	12	2
8	Fermi	RO	87	53	8	10	5

A-LEAGUE Detroit Motors

BATTERS

	NAME	BOX	BAT	PWR	RUN			
1	Marx	B	5	9	13			
2	Dufina	R	10	9	13			
3	Bennetts	L	5	13	7			
4	Gillespie	R	7	13	9			
5	Young	L	5	15	9			
6	Hart	R	5	14	8			
7	Andress	L	8	11	7			
8	Horn	R	5	9	6			
9	Disco	R	15	7	7			
10	Moskwa	R	8	8	10			
11	Porter	R	5	9	7			
12	Adgate	L	6	7	8			
13	Fedewa	R	10	12	8			
14	Rudolph	L	6	8	10			
15	Springate	R	5	8	10			
16	Callewaert	L	7	8	8			
17	Brodeur	R	5	8	6			

PITCHERS

		ARM	SPD	ST	C	S	F
1	Cawthorne	RO	92	69	8	8	10
2	Stakoe	RO	92	58	10	5	5
3	Muser	RO	87	62	8	6	12
4	Hodge	LO	85	63	10	8	8
5	Francis	LO	86	44	5	8	10
6	Hauser	RO	84	25	8	8	8
7	Chambers	LO	88	60	5	10	5
8	Erbel	RD	87	41	10	5	8

SONY IMAGESOFT INC. LIMITED WARRANTY

SONY IMAGESOFT INC. warrants to the original purchaser of this SONY IMAGESOFT software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This SONY IMAGESOFT software program is sold "as is" without express or implied warranty of any kind, and SONY IMAGESOFT is not liable for any losses or damages of any kind resulting from use of this program. SONY IMAGESOFT agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any SONY IMAGESOFT software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear This warranty shall not be applicable and shall be void if the defect in the SONY IMAGESOFT software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY IMAGESOFT ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY IMAGESOFT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION USE OR MALFUNCTION OF THIS SONY IMAGESOFT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions limitations of incidental or consequential damages, so the above limitations and/or exclusions may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.